

Korriban: Planet of Lost Souls

Planet Hoppers: October 2003

By [Cory Herndon](#)

Welcome to "Planet Hoppers," a new feature on the *Star Wars Roleplaying Gamewebsite*. Each month, we'll bring you a set of articles on a particular world in the *Star Wars* galaxy that a Gamemaster can use separately or as a linked series of events.

This month, don't read "Planet Hoppers" alone, because we've got a ghost story -- a spooky visit to the Sith tombworld of Korriban. Be sure to check back each week for a new installment. And don't forget, *the comlink is coming from inside the ship!*



Part 1: Haunted Hideout

In which a pirate captain mistakes a dead world saturated in the Dark Side for the perfect place to lay low.

Part 2: Valley of Darkness

In which pirate captain Felyood does a little tomb raiding among the crypts of the Sith Lords.

Part 3: The Dark Lord's Heart

In which a treasure-hunting pirate finds a deadly artifact that changes his life forever.

Part 4: The Sith Shall Rise Again

In which a shipwrecked crew try to save themselves and the galaxy from the awakening Sith.

Part 5: Sole Survivor

In which an unfortunate treasure hunter learns what happens to those left behind on Korriban.

About the Author

One-time *Star Wars Roleplaying Game* editor Cory J. Herndon is now a freelancer. Cory's work has appeared in *Amazing Stories*, *Duelist*, *TopDeck*, *Star Wars Gamer*, *Dragon*, and *SCIFI.com*. He has done additional design work on the *Star Wars Roleplaying Game* revised core rulebook (primarily the Droids chapter), *The Dark Side Sourcebook* (creatures and archetypes), and the *Wheel of Time Roleplaying Game*. He is also the author of Volumes 5 and 6 of the **Magic: The Gathering Encyclopedia**. Cory's short story "Like Spider's Silk" appears in the *Secrets of Magic* Anthology. He asks that you please purchase a copy of it and the **D&D** novel *The Living Dead* for every room in your home. Cory is currently authoring original content for Xbox.com, writing the third book in an upcoming *Magic: The Gathering* novel trilogy, and continuing to design *Star Wars Roleplaying Game* material for the Wizards website.

Part 1: Haunted Hideout

Compiled by Cory J. Herndon

The following documents transcribe a set of recordings recovered by trusted Jedi Academy researchers sent by Luke Skywalker to the ancient Sith homeworld of Korriban, a dark place of unimaginable evil. They comprise the only evidence ever found regarding the disappearance of the pirate freighter *Jynni's Virtue*. Time codes on the log tapes, some sections of which were unrecoverable due to damage from age, indicate they were made just before the Battle of Yavin.

Controversy surrounds the discovery. Many historians dismiss the tapes as frauds, since they were found sealed inside the wall of a Sith Lord's tomb. According to a battery of tests, that tomb, belonging to a Sith Lord named Dathka Graush, had been constructed over 7,000 years earlier.

Some Jedi dispute the *Jynni's Virtue* logs for different reasons. It seems inconceivable to many of Skywalker's students that any simple pirates could have found and infiltrated Korriban during that time, since Palpatine had surely discovered the world since then. But others argue that ample evidence suggests the ship didn't just crash because of a hyperdrive malfunction -- it came under fire from unseen enemies, as well. It is logical to assume that Imperial ships operating with cloaking shields attacked *Jynni's Virtue*. Why they did not pursue the ship is apparent from the content of the logs.

The shipwreck of the pirate ship *Jynni's Virtue* and the remains of her crew, if any, have never been found. The recording transcribed here was dated exactly six months before the destruction of the first Death Star.

Planet: Korriban

Planet Type: Terrestrial

Climate: Cold and dry

Terrain: Mountains, canyons, dry riverbeds, tombs, ruins.

Atmosphere: Breathable

Gravity: Heavy (1.4 x standard)

Diameter: 16,890 km

Length of Day: 28 standard hours

Length of Year: 780 local days

Sentient Species: Historic: Sith; current: none

Language: Historic: Sith; current: none, ruins engraved in ancient Sith

Population: Historic: 9.6 billion; current: 0 (living)

Species Mix: Historic: 94% Sith, 6% other (slaves); current: n/a

Government: Historic: magocratic dictatorship; current: none (technically within Imperial borders)

Major Exports: Historic and current: evil

Major Imports: None

System/Star: Horuset

Planets	Type	Moons
Korriba Scar	Debris belt	-
Korriban	Terrestrial	7
Ashes of Korr	Debris belt	-

Region: Outer Rim (Corporate Sector)

Jynni's Virtue Ship's Log

Captain Naz Felyood Recording

Babbnod thinks I'm crazy to bother keeping this log, but I say it will keep me sane. And it's a sign we're not going to be here long. Captain's got to set an example. Besides, charging the recorder -- and our weapons -- keeps the generators on the ship from overheating. The engines shouldn't be running on the ground like this, even at low power, but I can't take the chance that she'll die on us altogether. So for now, we run the engines to power the systems. It's dangerous, but the crew knew this wasn't going to be a pleasure cruise when they signed on. Piracy isn't for the easily frightened.

[DAMAGE] picked up an Imperial scouting patrol near [DAMAGE] told them we had to jump whether the

calculations were done or [DAMAGE] don't consider it running, not one bit. I made a strategic decision. We jumped.

The astromech exploded, which is when we lost Nrross. Trandoshans might be able to grow arms back, but [DAMAGE] to miss him, and I'll miss his skills as an intimidation enhancement. Wasn't bright, but he was a yes man. Janah took what was left of astronavigation. She said she put us in the Corporate Sector, which made as much sense as anything -- I'd asked the droid for the fastest jump out of the line of fire. He's lucky he blew up.

[DAMAGE] fire from out of nowhere. I mean that literally. There was simply nothing on scanners, nothing to target, blast it, except their shots. And whatever they were, they weren't staying in one place long enough to draw a bead. Maybe they had cloaks of some kind, which means they've got a lot of money. Whatever planet this was that just popped up in front of us was heavily defended.

Babb says she found something in the library computer that might give her some idea where we are, if not who shot us down. Some ancient star charts I'd picked up at an Outer Rim junk dealer were actually the key. Until then, we've got to get the normal ship's systems back up so we can stop running the engines, or we're going to be as dead as this hunk of [DAMAGE] as well go see what's out there. I think she might be right. And I don't think our mysterious friends up in orbit are going to leave us all alone down here for long.

[LOG ENDS]

Part 2: Valley of Darkness

Compiled by Cory J. Herndon

Captain Felyood and his pirate band ended up staying on Korriban longer than intended. The following entry, one of two that was better preserved than the others, was recorded during a reconnaissance expedition conducted by the Corellian captain, his Twi'lek first mate Babbnod, and Deksi Fivvl, Felyood's longtime engineer and an amateur historian. It's apparent from the log entry that the old Aqualish male was more the former than the latter, since the "facts" he provided Captain Felyood contradict much of what is now understood by Jedi researchers.

Jynni's Virtue Ship's Log

Captain Naz Felyood Recording

Korriban. I'm finally here. The crazy old woman was right. It boggles the mind. Who ever thought it was real? Hell, who'd even heard of it? Well, me, apparently, but it was news to most everyone else except Babbnod. I hadn't realized she'd been awake during that sabacc game on Nar Shaddaa. For that matter, it had been five years ago. A lot of blood has been shed and treasure taken in that time. *I'd* almost forgotten.

Babb and me, we played a few hands with one of those hooded mysterious types, one of those games that even closing time can't put a stop to. This old woman -- at least, that's what the voice sounded like -- told me I would come here someday. Told me it was a tombworld, a place where "evil lived," whatever that means. But she also said I was going to find something incredibly valuable here. The most valuable treasure I'd ever lay eyes on, the old crone had said. Then she promptly won the pot and disappeared. I never saw her again and had completely written the old crone off. Until now. This place is very real.

'Course, she never told me the place was a Sith tombworld. Or that I was going to get here completely by accident, and it was going to cost me my ship. But if what I'm looking at right now is real, I'll be able to buy a thousand ships with the loot that's buried in this place.

Deksi says something's got the survey holocam malfunctioning -- some kind of planetary energy field. Or maybe the thing's finally given up the ghost. I'm going to describe what I'm seeing for posterity, and hope we've got the thing working soon. If we can't display holofootage of where the loot comes from, we won't be able to ask top cred. Hell, I might even contact a museum or two, once I'm set for life.

The *Virtue* came down about two kilometers north of a valley that was showing some faint power readings. Probably some ancient security systems still functioning, we reckoned, or maybe some natural power source that would help get our girl up and running again. We spotted what looked like an old road headed back that way, and left the crew working on the ship while we went to see what we could see. And what we saw . . . well, words barely do it justice.

First, a word about Korriban: Imagine that Coruscant had been abandoned for some reason, just left completely vacant for five millennia. That's Korriban, a world covered in mountains made of eroded structures and weathered temples built into the planet's bedrock. The world itself, at least the immediate area around the *Virtue*, is a ruin. A tomb.

Listen to me, waxing poetical when I should be specific, as long as *the holocam's still not working, Deksi*. The valley we saw was enormous. Measurements indicate it runs at least a hundred kilometers distant, though it could be more; the astromech's sensors haven't been upgraded in a while. From where I'm standing, the canyon floor is a 1,200-meter drop, which follows a southward slope as the walls rise. The walls are lined with stonework, covered in carvings Babbnod says are . . . well, I can hardly believe it, but she says they're some kind of protective *magic*. Sith magic.

I'm guessing the Sith weren't a modest people, judging from the sculptures and reliefs lining the canyon walls. They're all different, and the scale doesn't give me any idea how big these people really were. But I admit I'm glad they're not around anymore. They give me [DAMAGE]

It's getting late and Babb says we're needed back at the ship. Some kind of power drain's hitting the engines, now, and it's looking like we might be here a while.

[REMAINING LOG IRRETRIEVABLE]

Game Notes: Tomb Valleys of Korriban

The *Jynni's Virtue* crashed near the Valley of Golg not far from Korriban's equator, one of many "Valleys of the Sith Lords" found on the dead planet. Over thousands of years of bloody empire, the Sith Lords covered Korriban with ever-larger and more impressive tomb valleys. Such places are focal points of the Dark Side energy, and may cause hazardous, unpredictable electrical interference with any technology within five kilometers.

Part 3: The Dark Lord's Heart

Compiled by Cory J. Herndon

This log entry from the lost pirate ship *Jynni's Virtue* is the last made by Captain Felyood. Despite the captain's claim that it had been only a few days since the ship crashed on Korriban, the recording bears a date stamp indicating that Captain Felyood ventured into the Valley of Golg almost two standard months after making his first log entry. Jedi Academy researchers have no explanation for the discrepancy, though some claim (off the record) that the Dark Side energy on the Sith tombworld may affect the flow of time itself on Korriban.

This tape was in the worst shape, and the casing bore considerable carbon scoring attributed to no known weapon.

Jynni's Virtue Ship's Log

Captain Naz Felyood Recording

Day three of our extended stay on Korriban. The engines have given out, but Deksi says he's cobbled together a simple generator using parts from the ship. That should keep our power cells charged -- and, more importantly, the blasters. I've ordered everyone to make sure they're armed, even in the [DAMAGE]

Last night, I suspect something approached the perimeter around our camp. [DAMAGE] of glowing red eyes, but Babbnod said I was nuts. Claimed it was light reflecting from the moons. Could have been, I suppose. Maybe she just needs to tell herself that. Still, some wandering predator ain't going to keep me from exploring this valley. I left the crew back at the ship, and Deksi managed to find some climbing equipment in the stores. I'll resume this recording once I'm on the [DAMAGE]

[DAMAGE] roughest climb I've had since my last visit to the Bouncin' Yunka. I lost the sun halfway down -- not that there's much to the sun here. The glowlamp died about the same time, so I'm burning a chemical flare. The light makes some of these carvings look -- well, it's my log, so I'll say it: The things look like they're moving. But that's crazy. I see what looks like an entrance nearby, coordinates . . . 55 mark 302. I'm going to [DAMAGE]

Should have seen the cracks in the flooring. I'm in some kind of large, cavernous room. Hear that echo? This place is huge. The light from the flare can't reach the ceiling or the back walls, so I can't say for sure how far this thing runs. Make a note: If Deksi can't get the holocam working soon, he takes a permanent pay [DAMAGE]

Uh, resuming recording . . . Something's making noise in here, but I can't spot it. When I do, I'm putting a blaster bolt into it.

I've counted fourteen individual shrines with pictograms of different Sith wizards mounted on the wall above them. When I come back here with Jolsz and Farbor, we'll try lighting one, but right now . . . Call me superstitious, but I don't feel like letting the wizards know I'm here any more than necessary. There are eyes in here, watching me. I thought it [DAMAGE]

[DAMAGE] but I think no animal could have survived down here for so long. This place is sealed tighter than . . . well, a crypt. It looks like the biggest shrine yet is up ahead. Makes sense the most valuable stuff would be up there, so I might as well start at the top. I think I can use the climbing spikes to get the sarcophagus opened [DAMAGE] a few spares for the climb back up. And the lid's halfway off. Time to take a closer [DAMAGE] in there.

I've got something. No, lots of somethings. A sword . . . that'll fit in the pack . . . an amulet, some kind of pyramid-shaped crystal that feels warm to the touch -- maybe it's some kind of power cell treated to work in this environment. There's also a jewel as big as my fist sitting where this fellow's heart should be. Wish I could read these inscriptions, or provide an image for [DAMAGE]

[DAMAGE] there? Come out, I'm armed. Step into the light, damn it. *[Sounds of scuffling and recorder dropping to ground]* Yeah? What makes you think you have anything I want? *[Several minutes of silence not attributed to damage. Sound of metal on stone. The following speaker cannot be identified by Jedi researchers.]*

UNKNOWN VOICE: Zho! kash dinora. Ja'ak. Vexok savaka. *[Translated from ancient Sith: "It is done. I am free. Wake up, there is work to do."]*

Game Notes: The Heart of Graush

Dathka Graush was a pureblooded Sith Dark Lord, a conqueror whose forces won one of Korriban's cyclical civil wars over seven millennia before the Battle of Yavin. Though assassins eventually ended the Graush dynasty after fifty years of bloodshed, the Sith Lord by then controlled two-thirds of the planet. Graush's reign was one of terror and cruelty even by Sith standards, and researchers at the Jedi Academy think they know why. Dathka Graush literally had no heart.

Using Sith magic and the most advanced technology he could find, Graush replaced his own heart with a Force-sensitive crystal capable of keeping him alive (some said invincible). The crystal was of the same kind used to entomb defeated Jedi in other Sith crypts, but it held Dark Side spirits collected over thousands of years. No one is sure who made the Heart, but Graush put it to good use. When his mummified corpse was entombed in the Valley of Golg, the Heart was entombed with it. The Jedi have been unable to locate the artifact to this day, despite a thorough survey of Graush's tomb made at great risk to the surveyors.

Anyone who touches the Heart of Graush must make an immediate Will save against DC 30 (for Force users, this counts as a Force-based attack, and Defense skills may add appropriate bonuses). If the character fails the save, he or she becomes possessed by the spirit of Graush or another Sith Lord. That character's attributes, feats, and skills are replaced by those of the possessing spirit until the gem is removed, after which the wearer is unconscious for 2d6 hours.

If the Gamemaster has access to the [Dark Side Sourcebook](#), use the high-level Sith Lord stats found in the Archetypes section. If that book is not available, a high-level Dark Jedi or Dark Side Devotee will suffice. Only the original character's sex, species, and wound points still apply.

Finally, add a +10 equipment bonus to any Charisma-related skill checks (including Force skills) made against any lower level self-aware Sith, even spirits.

Cost: Not for sale

Weight: 4 kg

Part 4: The Sith Shall Rise Again

Compiled by Cory J. Herndon

This pair of short log entries from the lost ship *Jynni's Virtue*, authenticated by Academy experts, features not the voice of Naz Felyood but instead that of his first mate, the Twi'lek female Babbnod Luroon. The date stamp indicates the recording was made five months after planet fall, but as heard in earlier tapes, Luroon claims the time since the ship crashed on Korriban had been much shorter.

Archivist's note: The case holding this log tape also contained a small ring of traditional Twi'lek design and had somehow sustained considerable acid damage.

Jynni's Virtue Ship's Log

First Mate Babb Luroon Recording

The Captain's been gone for three days, and I've officially called off the search. We can't do any [DAMAGE] and the attacks have gotten more frequent. Still can't tell where they're coming from without risking losing another one of the crew, and I'm not willing to do that. It's bad enough we've lost the Captain, Sev, and Derec. And Nrross. Sweet, stupid Nrross. I shouldn't say this on the log, but I don't care anymore -- if the Captain comes back, I might kill him myself. [DAMAGE] believe he didn't tell me how long it had been since he'd restocked the ship's emergency rations. [*Sound of pounding from outside the ship*] I'll continue this later. Sounds like they're making another run on the [DAMAGE]

[DAMAGE] should have to die that way [DAMAGE] torn apart. Then they got right back up and joined the attackers. [DAMAGE] can no longer believe we are going to survive this. The dead walk [DAMAGE]

We're down to a pair of blaster rifles at half charge. I've given them to Churl and Rutigar and put them on sniper duty, but from the sound of things, they're going through the charges fast.

Jynni's Virtue Ship's Log, Additional

First Mate Babb Luroon Recording

[DAMAGE] ordered Deksi to see if he can rig the generator to blow the ship's engines. If we're not getting off this rock, no one is. Felyood was a fool. This place hasn't got any treasure. These things attacking us -- at first, we thought they were some kind of natives, but they're not. This sounds insane, but [DAMAGE] dead, but they don't seem to know it yet. The reason I know they're dead? Because I saw Sev and Derec out there. Sev's arm was gone, and half his face looked chewed away, but on he came, trying to take my head off with a rusty sword. Derec was in a little better shape, but nothing living should have been walking around with a hole that big in his gut. The blaster bolts I spent putting them down were well spent.

A shot to the head seems to be the only [DAMAGE] and Rutigar are dead. I took their heads with a vibroblade before they could get back up. I've left Deksi and Bunk to finish rigging our little surprise, and I'm going topside to see if I can hold them off. One way or another, this is going to [DAMAGE]

Game Notes: Korriban Zombie

The legacy of Dathka Graush, the ghoulish "zombies" encountered by the crew of *Jynni's Virtue*, are the result of Graush's experiments in Sith sorcery and the dizzying amount of raw material (corpses) to work with. They lay dormant until disturbed by Captain Felyood's theft of Graush's Heart. Unlike simple Sith spirits of possession, Korriban zombies can spread like a disease thanks to a ravenous appetite for living, sentient flesh. Fortunately for the galaxy at large, even Emperor Palpatine never learned the secrets of their creation, so for now these Sith ghouls are confined to the tombworld.

Curiously, the Jedi researchers that found the logs of the *Virtue* found no evidence of zombie activity. But since they also found no sign of Graush's Heart, the return of his Korriban zombie army is a danger to anyone who sets foot on that world.

The zombie presented here carries no weapon. Gamemasters can arm zombies with any simple weapons,

blasters, or Sith weapons they deem appropriate to the adventure. Former species, sex, and class are irrelevant to a Korriban zombie except for determining Weapon Proficiencies.

Species Traits

Plague: A successful bite attack infects the victim with Sith alchemical elements that cause transformation into a Korriban zombie within 4d6 rounds, unless the bitten character makes a Fortitude save against DC 20. If the bitten character saves, each additional bite adds +2 to the DC, to a maximum of 30. There is no known cure, but there is also no record of Graush's sorcery affecting nonsentients, so that galaxy may be spared the horrifying possibility of, say, a zombie rancor.

Undead: A Korriban zombie functions normally even when it suffers enough damage to reduce it to zero wounds. The only way to put one down for good is a critical hit (GMs are encouraged to make the critical hit a "head shot").

Terrifying Presence: The Korriban Sith zombie has an extremely fierce, intimidating presence; its opponents often freeze in fear. When the zombie first attacks, it can make an Intimidate check as a free action to attempt to awe its opponent. The DC for this check is 15 plus the level of the opponent. If the check is successful, the opponent must make a Will save (DC 15). If the opponent fails, he may only take a move action or attack action on his next turn. If the opponent fails his save by 10 or more, he cowers. (A cowering character loses his Dexterity bonus and may not take an action on his next turn. Foes gain a +2 bonus on attack rolls for hitting cowering opponents; see the Star Wars Roleplaying Game revised core rulebook for details) The opponent continues to cower until he makes a Will save (DC 10), which he may attempt once per round. A creature may only make one free Intimidate check in a given encounter.

Korriban Sith Zombie: Medium-sized Humanoid Predator 9; Init +2 (-2 Dex, +4 Improved Initiative); Defense 14 (+6 supernatural, -2 Dex), touch 8, flat-footed 14; Spd 6 m, climb 4 m; VP/WP -/18; Atk +16/+11 melee (1d3+6, special, bite) or +15/+10 melee (1d3+6, two claws) or +7/+2 ranged; SQ Species traits, darkvision; SV Fort +10, Ref +4, Will +4; Face/Reach 2 m by 2 m/2 m; FP 0; DSP 20; Rep +1; Str 22, Dex 6, Con 18, Int 3, Wis 13, Cha 10. Challenge Code D.

Skills: Climb +14, Intimidate +12, Spot +9.

Feats: Improved Initiative, Weapon Focus (bite), Power Attack.

Part 5: Sole Survivor

Compiled by Cory J. Herndon

While technically not part of the *Jynni's Virtue* log recordings, the following brief written message was found with the tapes. Whether this means the documents were hidden in the 7,000 year-old tomb by the writer has been the cause of much debate in Jedi academic circles since their discovery. It is believed to represent the last words of Captain Naz Felyood.

The first part was written in Basic, with a normal stylus on ancient parchment, which was itself dated to an age of 7,000 years. The second part may not be a message but a prayer of some sort. It is the translation of ancient Sith runes that lined the border of the parchment, written in Human blood.

Part 1: Basic

Good night, sweet Jynni. You got the last laugh, all right. This old treasure hunter found the treasure. And just like you said, it's been the end of me.

They're all gone. Every last one of them. Sev. Rutigar. Deksi. Everyone.

Babb. When we made the big score, we were supposed to settle down somewhere on the Outer Rim, live like royalty. Guess that ain't going to happen. But I know why she had to do it. I know because I remember everything. I was there when the *Virtue* went up like a Deep Core nova. I stood in the wash of heat and radiation, and saw the things I'd called my army vaporized in an instant. I was a god, until the Heart was taken from me.

If I find the Heart again, it will ruin me. Yet I know I won't stop looking, the way I know I won't stop breathing. Graush won't let me stop until I find him.

The Heart. That reminds me. If you find this, go. Leave this place now. Some things should stay dead. This planet should stay dead. I should stay dead. But something tells me an old friend isn't going to let me. I can hear him calling my name, and I'm not going to be able to resist. So go while you can. Don't wait until dark.

Forgive me.

Part 2: Sith Runes

Dathka, my friend. Dathka, save me.

I did as you asked. I called the lost ones, and set them on the betrayers. Dathka, my friend. Where did you go? Did you leave with the lost ones?

They took your Heart. Took it from me, and now I cannot hear you. Did I displease you? The lost ones don't know you. How can they?

I must find the ones who survived. They have your power; they are survivors. Like I am a survivor. I must find you, Dathka, my friend. We will be strong again. We will feast on their hearts, and the blood of the weak shall wash pure the dead stone.

They destroyed virtue, and the lost ones are scattered. But you are out there, Dathka.

Dathka, my friend. Dathka, our master.

Game Notes: Naz Felyood, Lost Soul

When first mate Babbnod Luroon successfully blew the engines of the *Jynni's Virtue*, the explosion devastated the surrounding area and destroyed most of the Korriban Sith zombies laying siege to the ship -- as well as the crew, of course.

Now their cursed captain wanders Korriban, seeking the Heart of Graush. The ancient sorcery of Dathka Graush

and the residue of the Sith Lord left in Naz Felyood's body has brought the Corellian's aging to a standstill. So though he is in all respects a Human, he will never be allowed to die -- and someday, he and the Heart of Graush may be reunited.

Heroes may encounter Naz Felyood anywhere on Korriban. He will usually present himself, appropriately enough, as the sole survivor of a lost shipwreck. He may try to persuade the heroes to help him search for other survivors of the *Virtue*. If the heroes resist, he might attack them, simply continue on his search, or, if he feels he can trust the characters, tell them his tragic tale.

Naz Felyood: Male Human Scoundrel 10; Init +3 (Dex); Defense 19 (+6 class,+3 Dex); Spd 10 m; VP/WP 41/12; Atk +9/+4 melee (1d3, unarmed strike) or +9/+4 melee (2d4+2, vibrodagger), +11/+6 ranged (3d8+1, masterwork heavy blaster pistol [attack +1, damage +1]); SQ Curse of Graush (see text), illicit barter, lucky (2/day), precise attack +2; SV Fort +4, Ref +10, Will +4; SZ M; FP 0; DSP 9; Rep +2; Str 14, Dex 16, Con 12, Int 11, Wis 10, Cha 15. Challenge Code F.

Equipment: Heavy blaster pistol, vibrodagger, tattered clothing.

Skills: Appraise +16, Astrogate +4, Bluff +12, Computer Use +4, Gather Information +6, Intimidate +11, Knowledge (Korriban) +1, Knowledge (streetwise) +9, Pilot +16, Profession (pirate) +16, Read/Write Basic, Read/Write Sith, Search +12, Speak Basic, Speak Sith, Spot +13.

Feats: Dodge, Headstrong, Mobility, Persuasive, Skill Emphasis (Appraise), Skill Emphasis (Profession [pirate]), Starship Operation (space transport), Weapon Group Proficiencies (blaster pistols, simple weapons).

Special Qualities: Curse of Graush -- Naz Felyood was possessed by the spirit of the long-dead Sith Lord Dathka Graush, and the experience altered the Corellian's body. Felyood no longer ages and heals naturally at ten times the usual rate, even without rest. The curse also grants him damage reduction 15 against energy weapons and vibroweapons, or DR 20 against nonpowered melee weapons. The residual Dark Side energy also gives him a +10 circumstance bonus on all Knowledge (Korriban) checks, and he might be persuaded to answer questions about the tombworld if properly motivated. He can also speak, read, and write in ancient Sith.